game a game specific reenactment of a player substitution process that shows the player being removed from the video game.

9. The method of claim 1, wherein the command bypasses controls of the player to be removed, so that input from said player is blocked.

10. The method of claim 1, further comprising:
    animating a removal of the player and providing visual cues to other players or spectators as to why the player was removed from the video game.

11. A method for processing input from spectators of a video game, the video game being rendered by a cloud gaming system and streamed to one or more players during a session, comprising:
    enabling access to view the video game by one or more spectators that are remote from said one or more players, wherein each of the spectators is provided with an interface to enable providing of feedback to the cloud gaming system;
    receiving feedback from one or more of the spectators, the feedback includes voting data that is used by the cloud gaming system, the voting data is in regard to removal of one or more of said players;
    processing the voting data against metrics set for determining when one of said players is to be removed from playing the video game; and
    removing one of said players from playing the video game when the cloud gaming system determines that a threshold has been met based on the metrics, the removal of said player is performed by the cloud gaming system without enabling the player to rejoin during the session.

12. The method of claim 11, wherein processing the voting data against metrics set for determining when of the players is to be removed from playing the video game includes weighting votes from spectators based on a skill level of the spectator in the video game, tabulating a percentage of overall weighted votes from spectators in favor of removing the player from the video game, and determining whether the percentage of overall weighted votes from spectators in favor of removing the player from the video game meets a threshold for removing the player from the video game.

13. The method of claim 12, wherein the threshold for removing the player from the video game is 60% of the overall weighted votes from spectators in favor of removing the player from the video game.

14. The method of claim 11, further comprising:
    assigning the player removed from the game to a different circle of players so that the player removed from the game can continue to play the game.

15. The method of claim 14, wherein the different circle of players includes players having game-playing attributes similar to game-playing attributes of the player removed from the game.

16. The method of claim 15, wherein the game-playing attributes include griefing other players.

17. The method of claim 11, wherein, when removing one of the players from playing the video game, the cloud gaming system inserts into the video game a game specific

reenactment of a player substitution process that shows the player being removed from the video game.

18. The method of claim 11, wherein the interface to enable providing of feedback to the cloud gaming system enables spectators to pay to have a player removed from playing the video game.

19. The method of claim 18, wherein the interface to enable providing of feedback to the cloud gaming system enables a spectator to pay in full a fixed price to have a player removed from playing the video game, and the removal of the player is performed by the cloud gaming system when payment in full of the fixed price is received from the spectator.

20. The method of claim 18, wherein the interface to enable providing of feedback to the cloud gaming system enables a plurality of spectators to pay a part of a fixed price to have a player removed from playing the video game, and the removal of the player is performed by the cloud gaming system when combined payment in full of the fixed price is received from the plurality of spectators each of whom paid a part of the fixed price to have the player removed from playing the video game.

21. The method of claim 11, wherein the interface to enable providing of feedback to the cloud gaming system enables spectators to bid in an auction to have a player removed from playing the video game.

22. The method of claim 11, wherein the interface to enable providing of feedback to the cloud gaming system enables spectators to send a custom message to a player playing in the video game.

23. The method of claim 11, wherein the interface to enable providing of feedback to the cloud gaming system enables spectators to send a predefined warning to a player playing in the video game regarding the player's performance.

24. A computer readable medium containing non-transitory program instructions for processing input from spectators of a video game, the video game being rendered by a cloud gaming system and streamed to one or more players during a session, wherein execution of the program instructions by one or more processors of a computer system causes the one or more processors to carry out the operations of:
    enabling access to view the video game by one or more spectators that are remote from said one or more players, wherein each of the spectators is provided with an interface to enable providing of feedback to the cloud gaming system;
    receiving feedback from one or more of the spectators, the feedback includes voting data that is used by the cloud gaming system, the voting data is in regard to removal of one or more of said players;
    processing the voting data against metrics set for determining when one of said players is to be removed from playing the video game; and
    removing one of said players from playing the video game when the cloud gaming system determines that a threshold has been met based on the metrics, the removal of said player is performed by the cloud gaming system without enabling the player to rejoin during the session.

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